DIGITAL EMPOVERMENT NETWORK (DEN) VIRTUAL UI/UX INTERNSHIP

Batch # 03

Task # 02

SUBMITTED BY:

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COURSE:

UI/UX DESIGNING

CID:

DEN-8017

Task # 01:

Designing a Simple Mobile App Interface:

- Objective: Create an intuitive and visually appealing interface for a simple mobile app.
- Description: Design the UI for a basic mobile application (e.g.,a to-do list app) with a focus on ease of use and visual appeal.
- Key Steps:
 - Define user personas and scenarios
 - Develop low-fidelity wireframes
 - o Create high-fidelity prototypes using tools like Figma or Sketch
 - o Conduct usability testing to refine the design.

> App Design:

Food Ordering Application Design

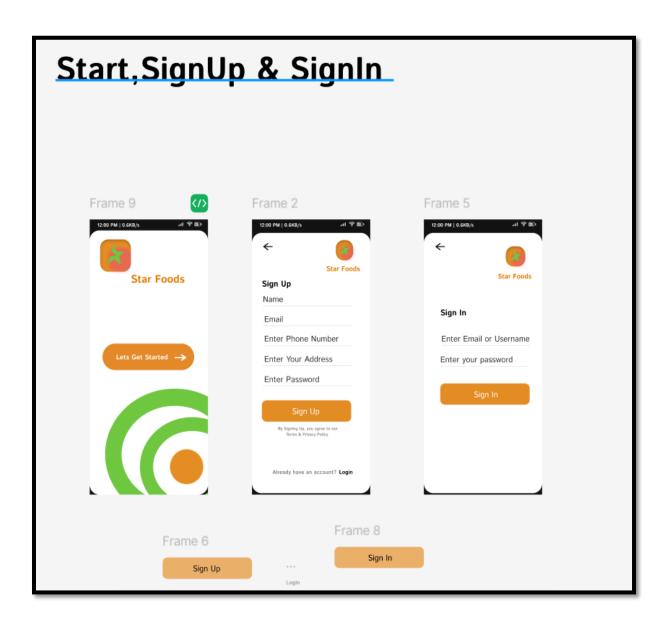
> Figma Design Link:

https://www.figma.com/design/h3yDEOWjQMa79HOritanZp/Untitled?node-id=40-78&t=2Y9h0dccNDvPomGc-1

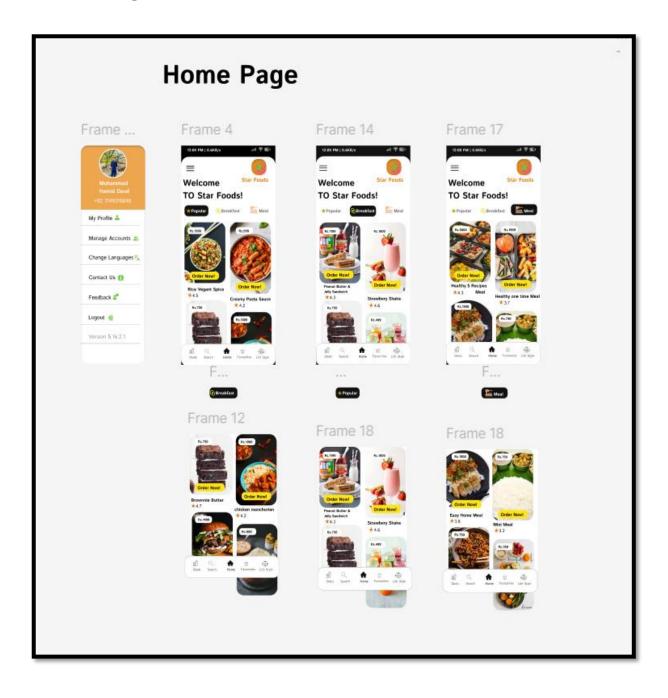
> Prototype Link:

 $\frac{https://www.figma.com/proto/h3yDEOWjQMa79HOritanZp/Untitled?node-id=40-78\&node-type=frame\&t=2Y9h0dccNDvPomGc-0\&scaling=scale-down\&content-scaling=fixed\&page-id=0\%3A1$

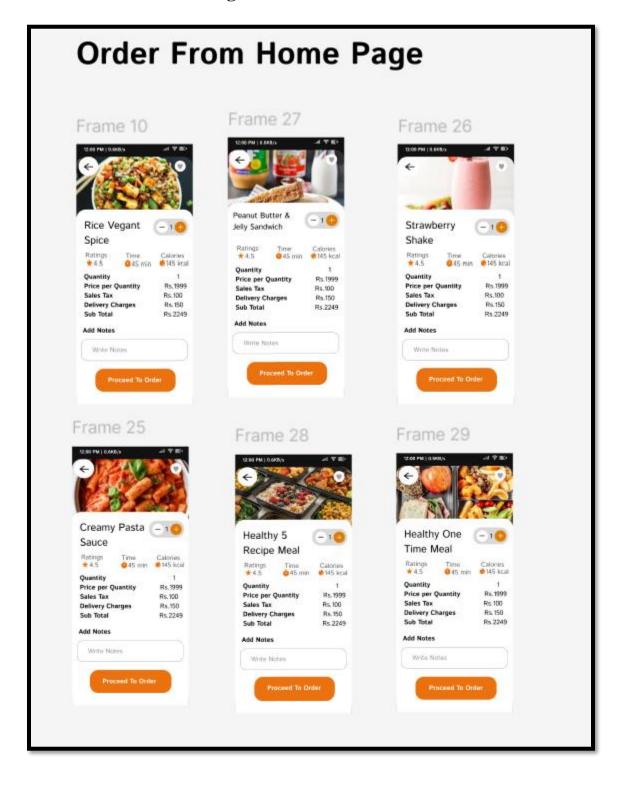
> Start, SignUp and SignIn:



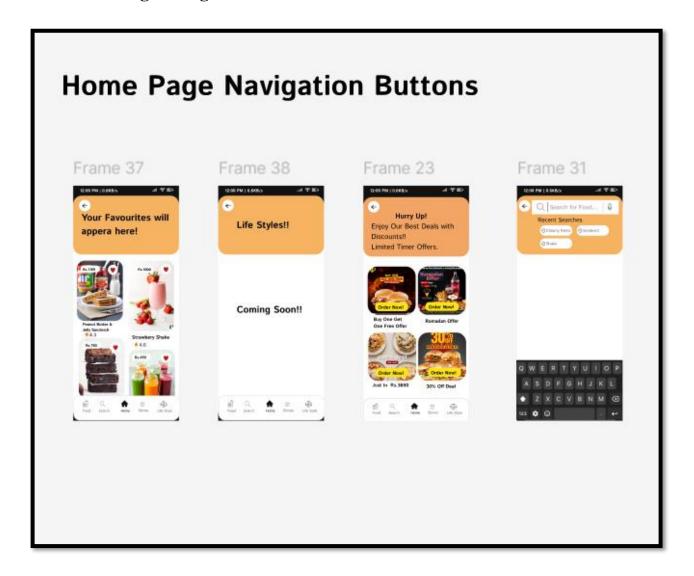
➤ Home Page:



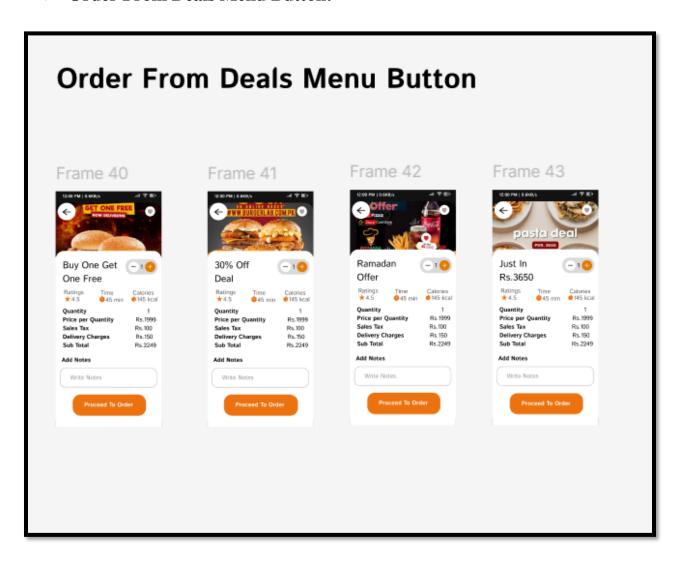
> Order From Home Page:



➤ Home Page Navigation Bar:



> Order From Deals Menu Button:



> Payment Methods:

